

Cemu - Bug #242

Yoshi's Woolly World - Exploding vertices introduced on 1.15.6

01/02/2020 07:52 AM - legend80

Status:	New	Start date:	01/02/2020
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL	GPU Vendor/Model:	Nvidia
Cemu Version:	1.15.6		

Description

The game now has exploding vertices all over the place. It can obstruct the entire screen and make it hard to proceed. Seems to be getting worse also - see screenshots.

Here's some examples:

- Exploding vertices obstructing view near transform doors (~10)
- Exploding vertices on gold carpet (5-3)
- Exploding vertices when roasting blue blocks (5-1)
- Exploding vertices at start of lvls and on map

History

#1 - 01/02/2020 07:54 AM - legend80

Quote

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#2 - 01/02/2020 08:12 AM - legend80

- File log.txt added

#3 - 01/02/2020 08:13 AM - legend80

OpenGL only. Vulkan does not have this issue.

#4 - 04/10/2021 04:46 PM - Serfrost

- Subject changed from [Regression] Exploding vertices introduced on 1.15.6 to Yoshi's Woolly World - Exploding vertices introduced on 1.15.6

#5 - 04/10/2021 04:47 PM - Serfrost

- Subject changed from Yoshi's Woolly World - Exploding vertices introduced on 1.15.6 to Yoshi's Woolly World - Exploding vertices introduced on 1.15.6

Files

2020-01-01 23_33_30-Window.png	747 KB	01/02/2020	legend80
2020-01-01_11_43_24-Window.png	162 KB	01/02/2020	legend80
1.15.0.png	1.04 MB	01/02/2020	legend80
1.15.11c.png	673 KB	01/02/2020	legend80
1.16.1.png	669 KB	01/02/2020	legend80
log.txt	616 KB	01/02/2020	legend80